TIME CRISIS II

TM

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SONY

COMPUTER ENTERTAINMENT ®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Nos. and POWERLINE Nos.

SCES-50300

1 - 2 Players • Memory Card (8MB) (for PlayStation®2) : 80KB minimum • i.LINK Compatible: 1 - 2 Players • Analog Control Compatible: analog sticks only • Optional Controller(s): SLEH-00007

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TIME CRISIS II™

namco®

ENGLISH

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers / other accessories as appropriate BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the ⏻/RESET button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the **TIME CRISIS™ 2** disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻/RESET button again before commencing play.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARDS

PLEASE NOTE: throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2) - (product code SCPH-10020 E). Memory Cards (SCPH-1020 E) designed for use with PS one™ format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into either MEMORY CARD slot of your PlayStation®2. You can load saved game data from the same Memory Card, or any Memory Card containing previously saved **TIME CRISIS™ 2** data. Make sure there is enough free space on your Memory Card before commencing play – there must be a minimum of 80KB available to save game data.

COMPATIBILITY NOTICE

If you are using a G-con™2 or a G-Con45™ to play **TIME CRISIS™ 2**, please note that there may be incompatibility problems with televisions of the following specificiations:

Televisions which have a 100hz refresh rate ('Flicker Free' TVs). Televisions which use a liquid crystal display (LCD), including liquid crystal televisions or liquid crystal projection televisions (including LCD Back Projection TVs). Televisions which have a small screen size (10 inches or less). Televisions which utilise the PAL plus system. Projection televisions (due to a possibility of phosphor burn-in). Televisions which have problems with the colour registration. Televisions which use more than 625 lines for the screen display. Refer to your television's manual or manufacturer for further information.

There may also be incompatibility problems when using the following televisions:

Televisions which have a dirty or dark screen (often, adjusting the brightness or cleaning the screen may solve this problem). Televisions which utilise Split-screen, Strobe, and Picture in Picture functions. Televisions which utilise auto UV filter or auto brightness features.

USING THE USB CONNECTOR

PLEASE NOTE: throughout this manual, the term "upper USB connector" is used to describe the uppermost USB connector found on the front of the console if the console is in its horizontal position. The upper USB connector is used for player 1's controller. The "lower USB connector" is found directly below, and is used for player 2's controller.

LANGUAGE SELECT

The default language for **TIME CRISIS™ 2** is English. To choose a different language, you need to change the language setting on your console's browser. Refer to the console instruction manual for details of how to do this.

PLEASE NOTE: it is not possible to play **TIME CRISIS™ 2** in Dutch or Portuguese. If your console's browser is set to Dutch, the game will use English as its default language. If the browser is set to Portuguese, Spanish will be used.

MISSION BRIEFING

MISSION STATUS: Highly Confidential
FROM: Director of Operations, V.S.S.E.
TO: Agents Martin and Baxter
PRIMARY MISSION DIRECTIVES: locate Agent Ryan and recover evidence of Neodyne Industries' illegal activity

Neodyne Industries, the communications giant, recently announced their plans for the establishment of the 'Starline Network'. The development of the 64 low-orbit satellites which will make up the network is now complete, and launch is scheduled to take place within the next 30 days.

Information has reached the V.S.S.E. that the Starline Network may be more than just a communications system. According to our intelligence, Neodyne are in fact planning to use strategic military satellites to launch a nuclear weapon.

On receipt of this information, Agent Christy Ryan was immediately dispatched to infiltrate Neodyne and collect evidence of their military activities. However, her secret identity was uncovered. She has become a fugitive within the Neodyne compound.

Your mission is to enter the compound, rescue Agent Ryan and recover the information she has gathered. This is a highly confidential and dangerous mission. Remember, time is not on your side.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of the directional buttons on the G-con™2, the directional buttons on the Analog Controller (DUALSHOCK®2), and the left and right analog sticks, unless stated otherwise. The Analog Controller (DUALSHOCK®2) must be in analog mode (mode indicator: Red).

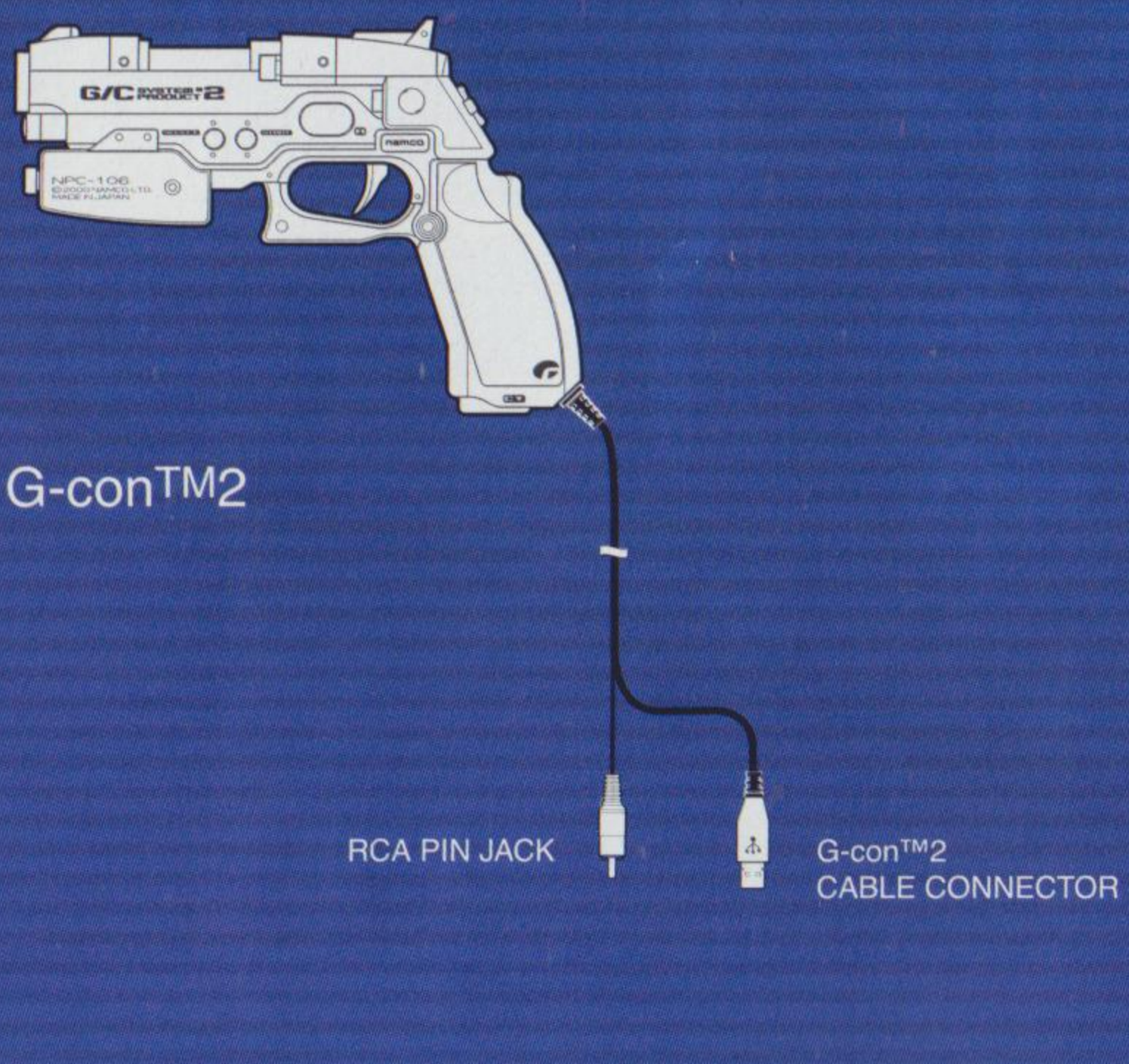
SETTING UP THE CONTROLLERS

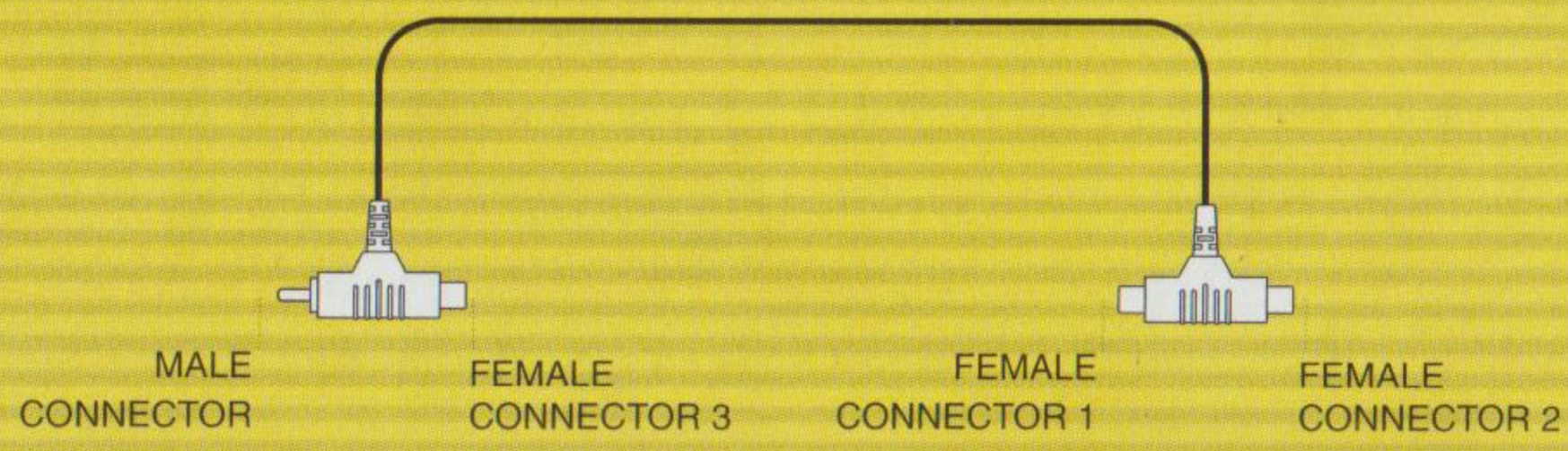
You can play **TIME CRISIS™ 2** using a G-con™2, a G-Con45™ or an Analog Controller (DUALSHOCK®2). Any combination of these controllers can be used for two player games. The player whose controller is connected to the upper USB connector or controller port 1 will play as Agent Martin. The player whose controller is connected to the lower USB connector or controller port 2 will play as Agent Baxter.

NOTE: it is possible to play a one player game as Agent Baxter. To do this, connect your controller to the lower USB connector or controller port 2. The Menu items will be highlighted in blue. Select Arcade Mode, then One Player. When the game begins you will play as Agent Baxter.

SETTING UP A G-con™2

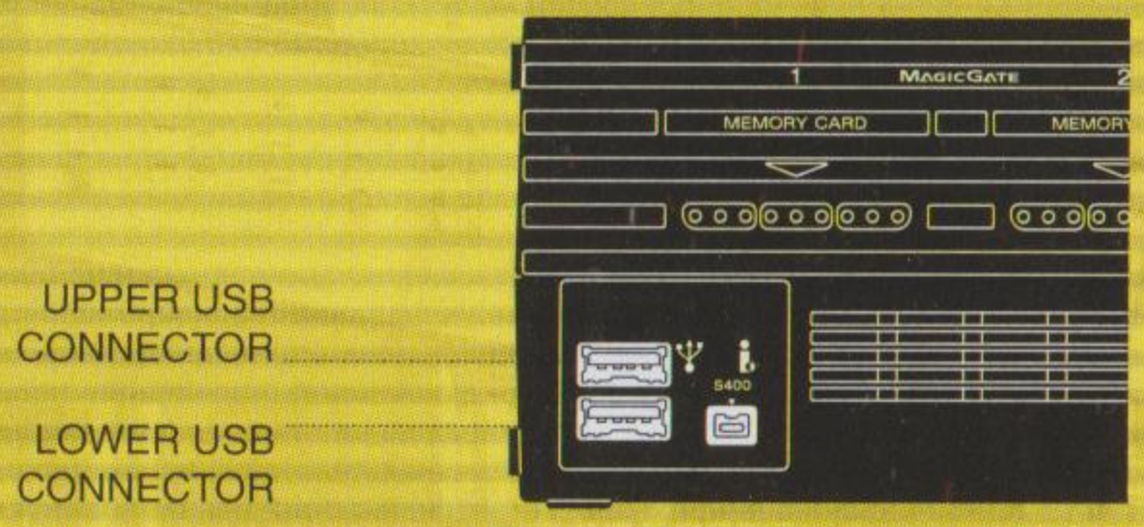
SETTING UP A G-con™2 USING AN AV CABLE (INTEGRATED AUDIO / VIDEO)





G-con™2 AV CABLE

- Insert the G-con™2 cable connector into the upper USB connector on the front of the console.



- Insert the RCA pin jack into Female connector 1 or Female connector 2 of the G-con™2 AV cable.

- Remove the yellow Video connection of your console's AV Cable from your TV. Insert the Video connection into Female connector 3 of the G-con2™ AV Cable.

- Connect the Male connector of the G-con™2 AV Cable to your TV.

FOR 2 PLAYERS

- To connect a second G-con™2, insert the G-con™2 cable connector into the lower USB connector.

- Insert the RCA pin jack into Female connector 1 or Female connector 2 of the G-con™2 AV cable.

SETTING UP A G-con™2 USING AN RFU ADAPTOR OR SCART CABLE

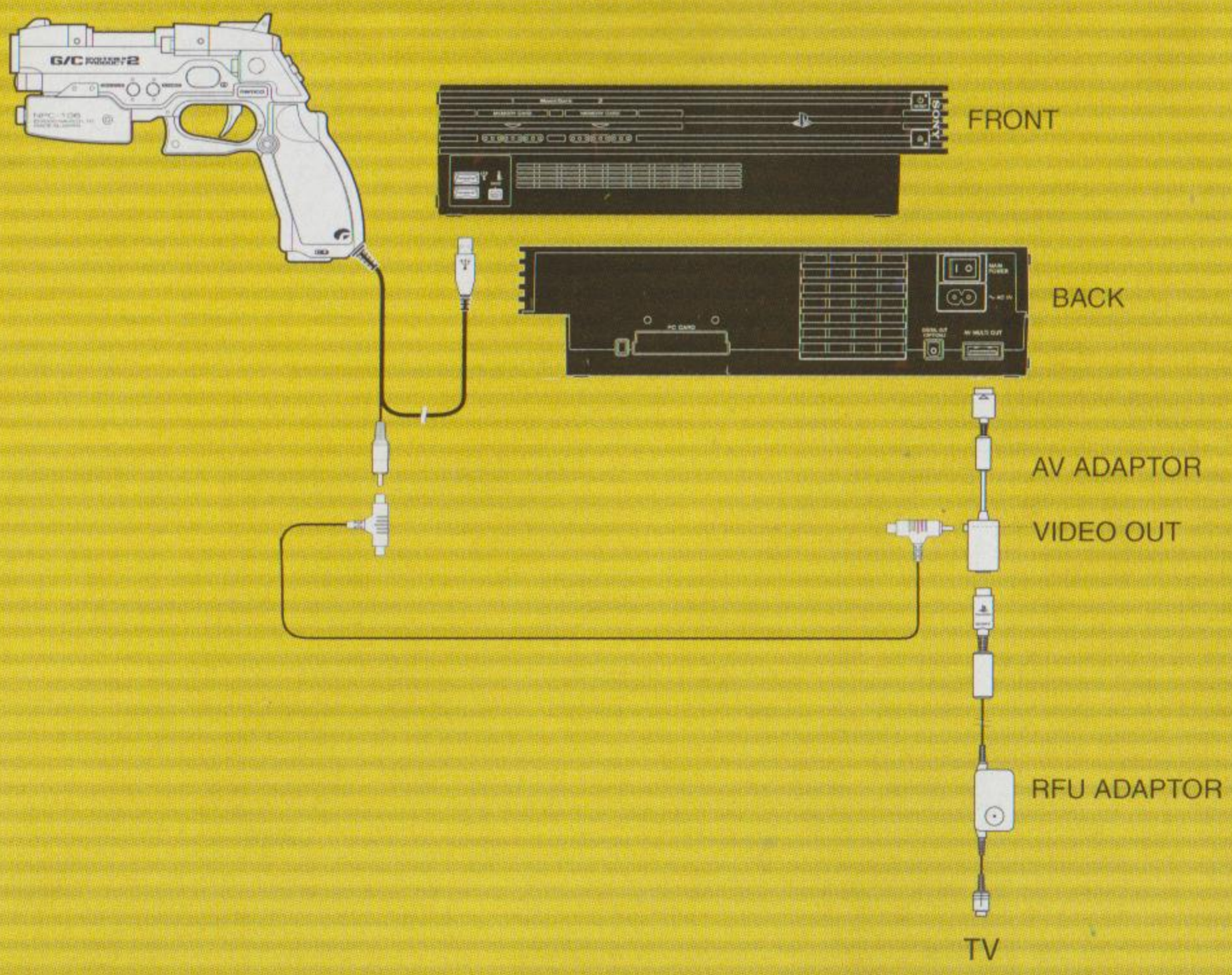
If you are using an RFU Adaptor or a Scart cable to connect your console to your TV, you will need an AV Adaptor (SCPH 10130 E) (available separately).

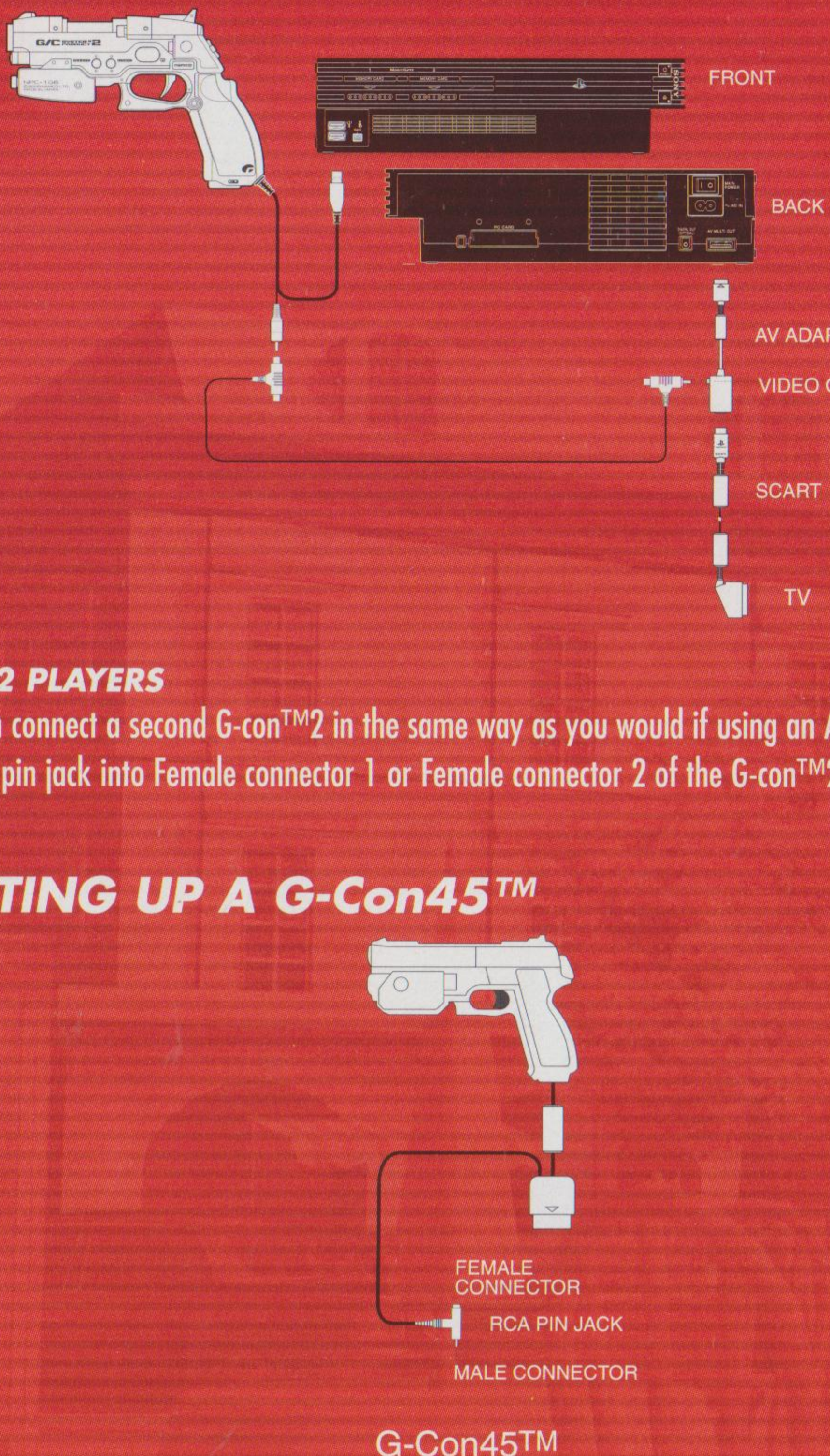
- Insert the G-con™2 cable connector into the upper USB connector on your console. Insert the RCA pin jack into Female connector 1 or Female connector 2 of the G-con™2 AV cable. (See SETTING UP A G-con™2 USING AN AV CABLE for diagrams.)

- Securely insert the AV Adaptor into the AV MULTI OUT connector on the rear of your console.

- Insert your RFU Adaptor or Scart cable into the AV MULTI OUT connector on the AV Adaptor.

- Insert the Male connector of the G-con™2 AV Cable into VIDEO OUT on the AV Adaptor.





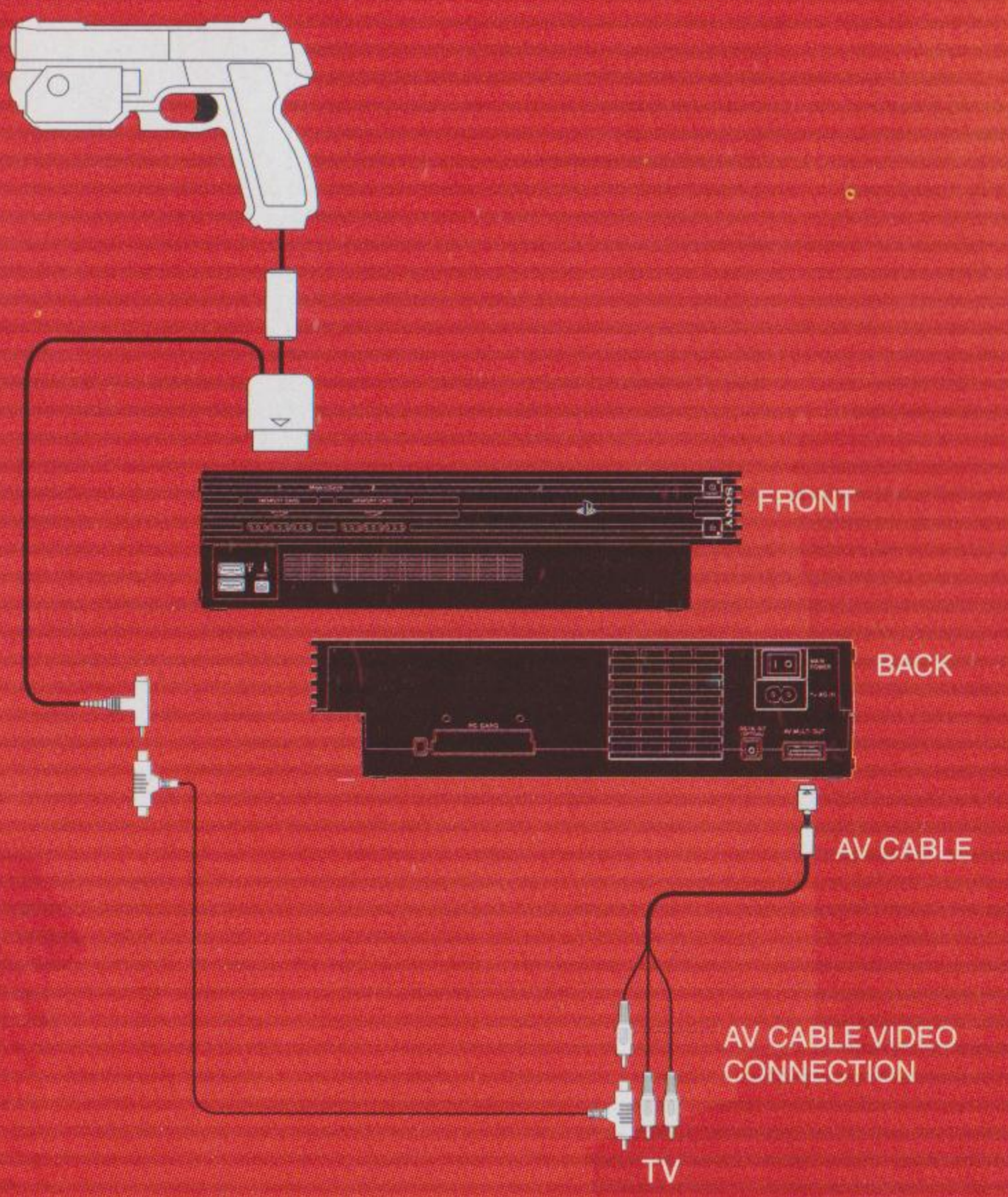
FOR 2 PLAYERS

You can connect a second G-con™2 in the same way as you would if using an AV Cable – insert its RCA pin jack into Female connector 1 or Female connector 2 of the G-con™2 AV cable.

SETTING UP A G-Con45™

G-Con45™

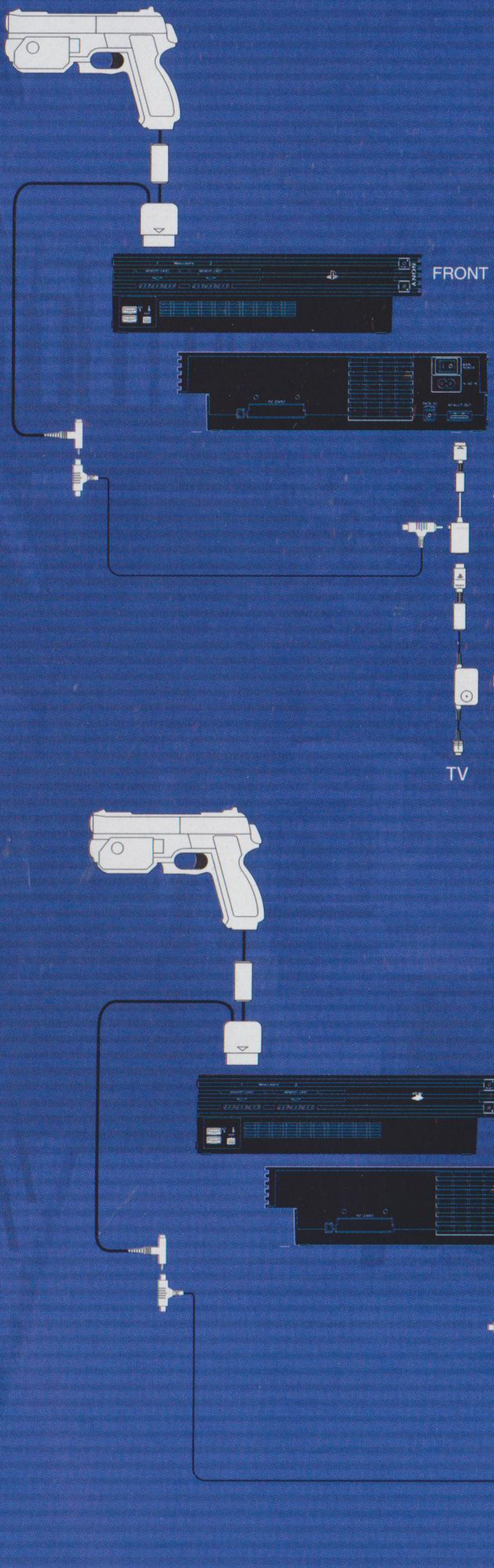
If you are using an AV Cable, remove the yellow Video connection from your TV. Insert the Video connection into the Female connector of the G-Con45™'s AV Cable. Connect the Male connector of the G-Con45™'s AV Cable to your TV.



If you are using an RFU Adaptor or Scart cable, you will need an AV Adaptor (SCPH 10130 E).

- Securely insert the AV Adaptor into the AV MULTI OUT connector on the rear of the console.
- Insert your RFU Adaptor or Scart cable into the AV MULTI OUT connector on the AV Adaptor.
- Insert the RCA pin jack of the G-Con45™ into the VIDEO OUT on the AV Adaptor.
- Insert the G-Con45™ into controller port 1 of your console.

(See page overleaf for diagrams.)


FRONT
BACK
AV ADAPTOR
VIDEO OUT
RFU ADAPTOR
TV
FRONT
BACK
AV ADAPTOR
VIDEO OUT
SCART
TV

FOR 2 PLAYERS

To connect a second G-Con45™, insert the Male connector into the Female connector of the first G-Con45™. Then insert the second G-Con45™ controller into controller port 2.

To connect a G-con™2 for use as a second controller, insert the G-con™2's RCA pin jack into the Female connector of the G-Con45™. Then insert the G-con™2 into the lower USB connector.

SETTING UP AN ANALOG CONTROLLER (DUALSHOCK®2)

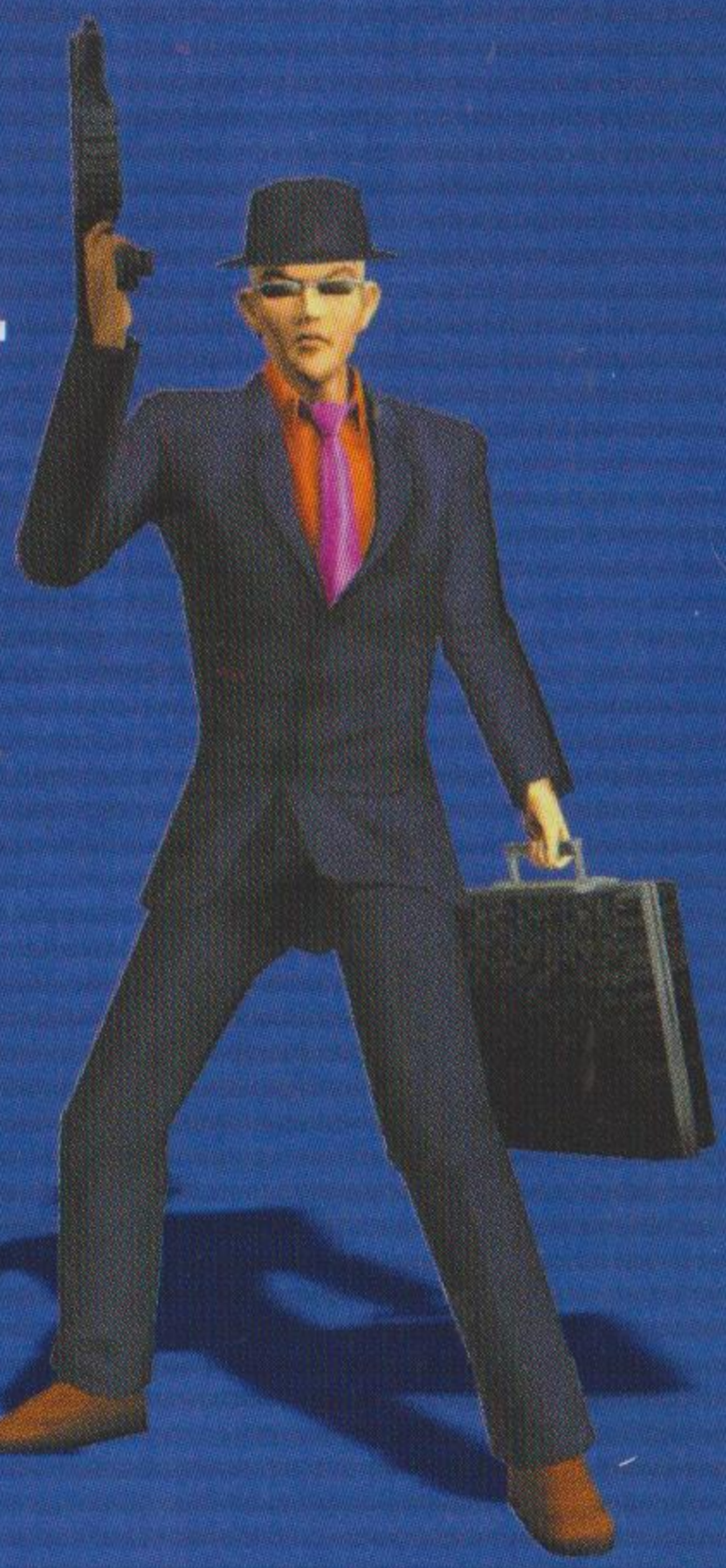
Insert the Analog Controller (DUALSHOCK®2) into controller port 1 on your console.

USING A CONTROLLER TO RELOAD

When using a G-con™2, you can use any button on a controller to reload as well as the regular buttons on the G-con™2. Player 1 can connect a G-con™2 to the upper USB connector, and a controller into controller port 1. Player 2 can connect a G-con™2 to the lower USB connector, and a controller into controller port 2.

CONTROLS

G-con™2 CONTROLS



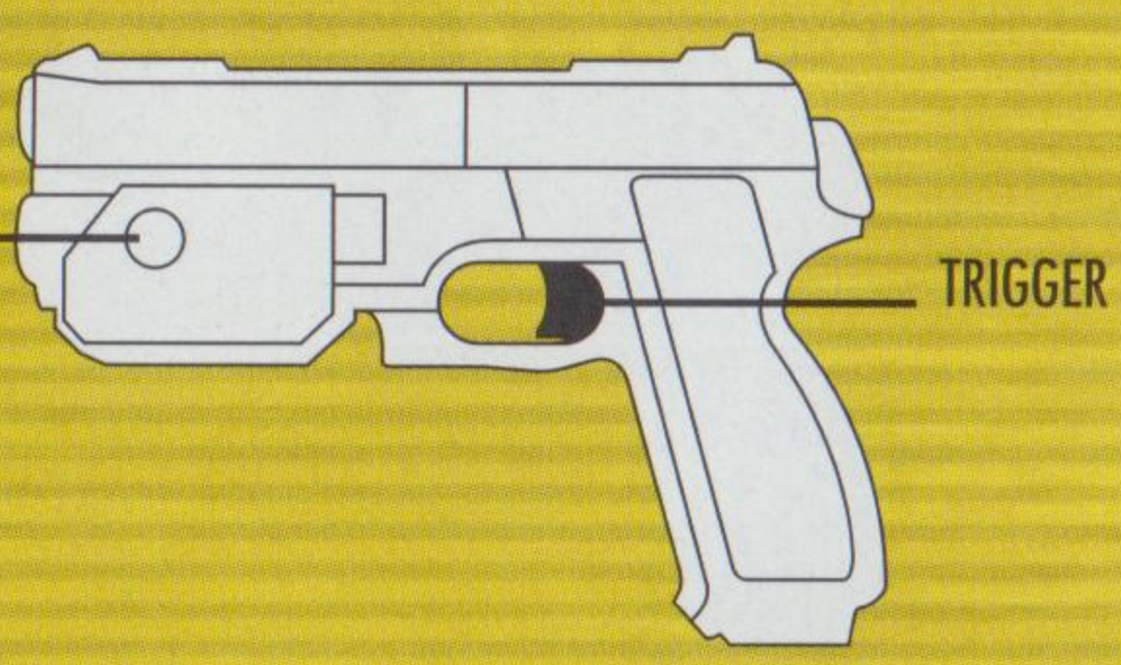
MENU CONTROLS

Select Menu Option	Aim
	Aim away from the screen and press ↑, ↓, ← or →
Confirm Menu Selection	TRIGGER

IN-GAME CONTROLS

Shoot	TRIGGER
Reload	A button
	B button
	↑, ↓, ← or →
Pause	START button

G-Con45™ CONTROLS



MENU CONTROLS

Select Menu Option	Aim
Confirm Menu Selection	TRIGGER

IN-GAME CONTROLS

Shoot	TRIGGER
Reload	A button
Pause	B button

ANALOG CONTROLLER (DUALSHOCK®2) CONTROLS

MENU CONTROLS

Select Menu Options	↑, ↓, ← or → on the directional buttons
Confirm Menu Selection	⊗ button
Cancel Menu Selection	△ button

IN-GAME CONTROLS

Aim	Press ↑, ↓, ←, → etc. on the directional buttons, or the left or right analog stick
Shoot	⊗ button
	□ button
	△ button
	○ button
Reload	R1 button
	L1 button
Increase speed of crosshair movement	R2 button
	L2 button
Pause	START button

HOW TO CALIBRATE YOUR G-con™2 or G-Con45™

You must calibrate your G-con™ to ensure accurate aim. If there is a G-con™ connected to your Console, the Calibration Screen will be displayed automatically on startup. You can also access the Calibration Screen from the OPTIONS menu, which is explained later in this manual.

NOTE: you do not need to calibrate the Analog Controller (DUALSHOCK®2).

CALIBRATION SCREEN

To calibrate your G-con™, aim at the crosshair ('+') in the centre of the target and pull the TRIGGER. A cross ('X') will appear on the screen. If the position of the cross corresponds accurately with your aim, the G-con™ has been calibrated successfully. If not, repeat the process. When you have finished, press the A button or the B button to proceed to the next screen.

2-POINT ADJUSTMENT

If you are using a G-con™2, you can select the 2-Point Adjustment option for better calibration. To do this, aim the G-con™2 away from the screen and press the TRIGGER and the C button simultaneously. Firstly, shoot at the '+' in the centre of the screen. A target will then be displayed in the top left-hand corner of the screen. Shoot at the new '+' and your G-con™2 should be calibrated successfully. If the calibration is not correct, you can retry by shooting at the centre '+' again, or continue by pressing the A button or the B button.

NOTE: manual 2-Point Adjustment is only possible if you are using a G-con™2.

GETTING STARTED

LOADING A GAME

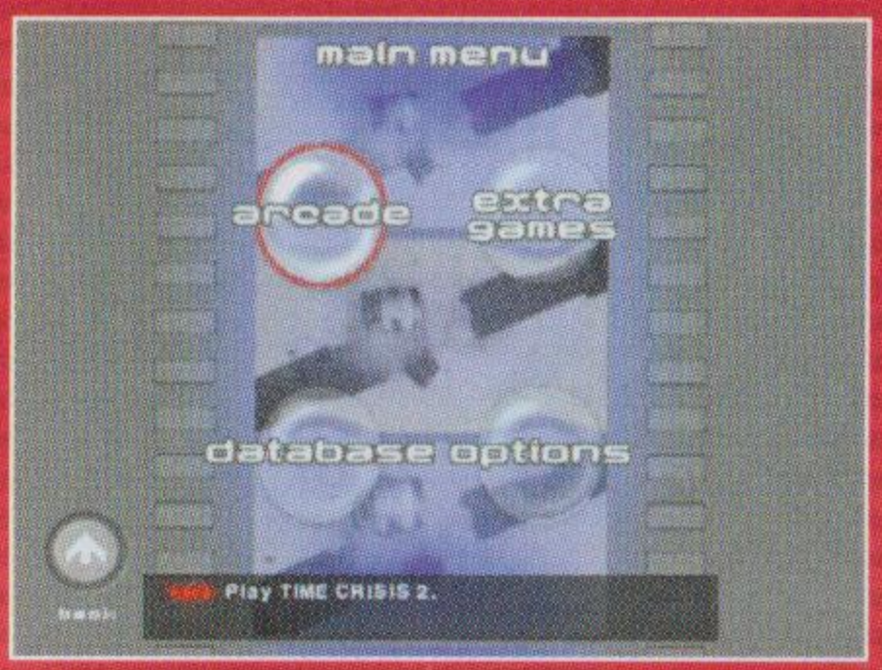
Insert a Memory Card into either MEMORY CARD slot to load a saved game or to create a new **TIME CRISIS™ 2** game file. If there is saved game data on the Memory Card, it will be automatically loaded on startup. If not, you will be asked if you want to create a new file. Select YES to do so, or select NO to proceed to the Main Menu without saving. If you select YES, you will be asked if you want to turn the auto-save feature on or off. Select YES again if you want your progress, rankings and game settings to be saved automatically. If you select NO, you will need to enter the OPTIONS menu, which is explained later in this manual, to save data.

NOTE: you can also turn the auto-save feature on or off in the OPTIONS menu.

TITLE SCREEN

After an introductory sequence, the Title Screen will be displayed. (You can skip this sequence, and any other cut-scenes in the game, by shooting the screen or by pressing any button on your Analog Controller (DUALSHOCK®2).) Press any button to display the Main Menu.

MAIN MENU



You can select the following options from this menu: ARCADE, EXTRA GAMES, DATABASE and OPTIONS. On other menu screens, you can select MAIN to return to the Main Menu. BACK will return you to the previous menu screen.

ARCADE

Play the original TIME CRISIS™ 2 arcade game.

ONE PLAYER

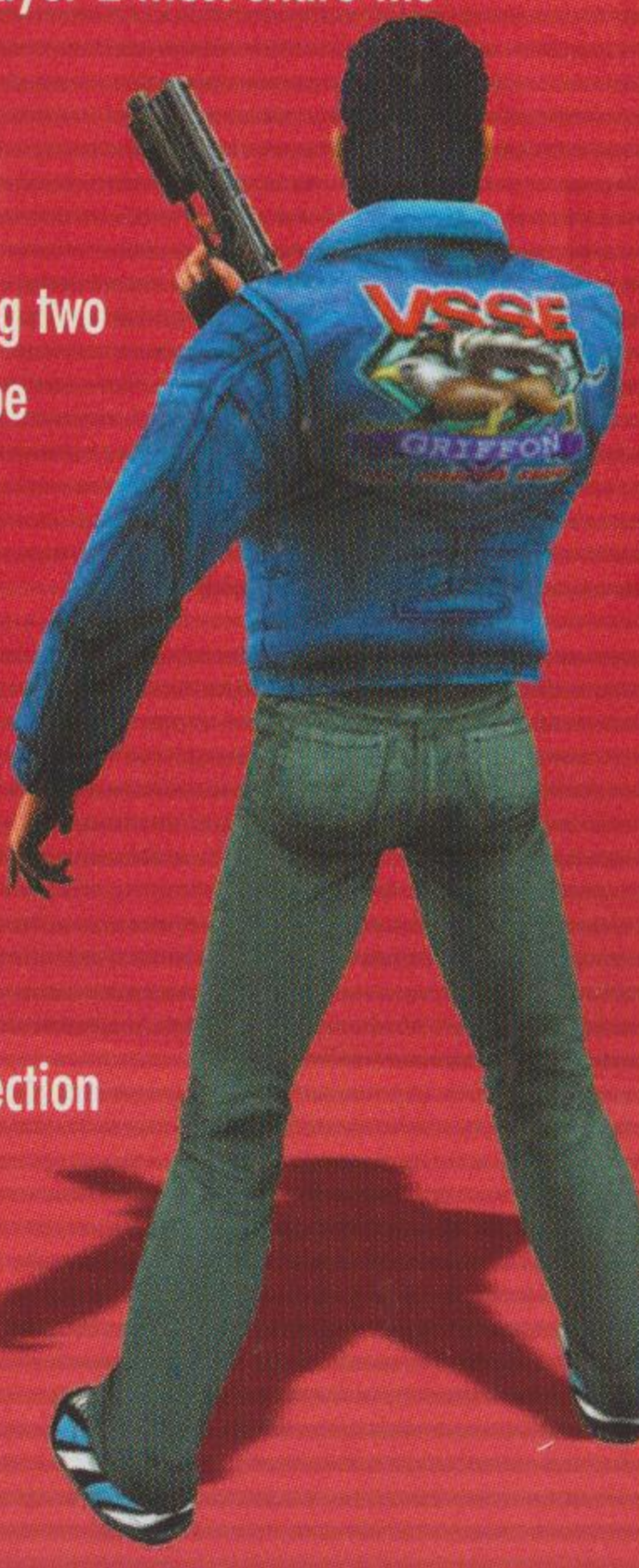
Select this option to play a one player game. To play through the stages in order, select STORY MODE. Or choose ONE STAGE TRIAL to select a single stage (you can only play Stage 2 or Stage 3 once you have accessed them in Story Mode).

TWO PLAYER

Select this option to play the two player co-operative game in split-screen mode. The rules are the same as those for a one player game, except that Player 1 and Player 2 must share the available Credits.

DOUBLE GUN

This option allows you to play a one player game in Arcade Mode using two G-con™ controllers. The number of bullets left in the second gun will be displayed on the right hand side of the screen.



ATTACKING IN DOUBLE GUN MODE

In Double Gun Mode, you must hold the RELOAD buttons on both G-con™ controllers to adopt the attack position. If you want to be able to attack by pressing only one of the RELOAD buttons, or by shooting off screen (essential if you are using two G-Con45™s), change the button configuration (see CONTROLLER in the OPTIONS section of this manual for details of how to do this).

LINK

In this mode, 2 players can play on separate screens via the i.LINK (IEEE1394) cable (4 pin to 4 pin). You will need two TVs, two consoles, and two **TIME CRISIS™ 2** discs.

CONNECTING THE CONSOLES

NOTE: before inserting the i.LINK (IEEE1394) cable, please ensure the power to the console is OFF. Do not insert or remove the i.LINK (IEEE1394) cable while the power to the console is ON.

Connect the two consoles by inserting either end of a 4 pin to 4 pin i.LINK (IEEE1394) cable into the i.LINK (IEEE1394) connector on each console.

Always connect the i.LINK (IEEE1394) cable directly to the console. Do not connect the cable to a HUB or extension cable.

ACTIVATING THE CONNECTED CONSOLES

Insert a **TIME CRISIS™ 2** disc in each Console. Next, switch the power on. Each player must select LINK from the Arcade Mode menu.

The first player to select the link entry will play the game as Player 1 (RED: Agent Martin). The second player will be Player 2 (BLUE: Agent Baxter). GAME DIFFICULTY and NUMBER OF LIVES will also be set by Player 1. Players may swap positions by shooting the top icon on the right side of the screen.

RANKINGS

View the score rankings for the Arcade mode. See the DATABASE section later in this manual for more details.

GAME OPTIONS

Change the difficulty level and number of lives you have. See the OPTIONS section later in this manual for more details.

EXTRA GAMES

Practice your aim and improve your reflexes with these sub-games. If you earn a high score, you will be able to enter your name – see HIGH SCORES in the PLAYING THE GAME section of this manual for details of how to do this.

AGENT TRAINER

Work on your accuracy at the shooting range. You have six bullets per round. Each round lasts for one minute, and your score is added up after two rounds. You should stand at least 1.5m from the screen. As your skills improve, try standing further away to increase the challenge. If you hit the centre of the target with perfect accuracy, your score will appear as '10x' on the score sheet.

ONE PLAYER

Select this option to play a one player game. There are four difficulty levels to choose from:

Level 1 – targets are stationary
Level 2 – targets move from side to side
Level 3 – targets move up and down
Level 4 – targets move in all directions

On the level select screen, you can also choose to shoot at human targets or bull's eye targets. Highlight the target select icon on the right hand side of the screen and toggle between the two options by pulling the TRIGGER (or by pressing SHOOT if you are using an Analog Controller (DUALSHOCK®2).)

TWO PLAYER

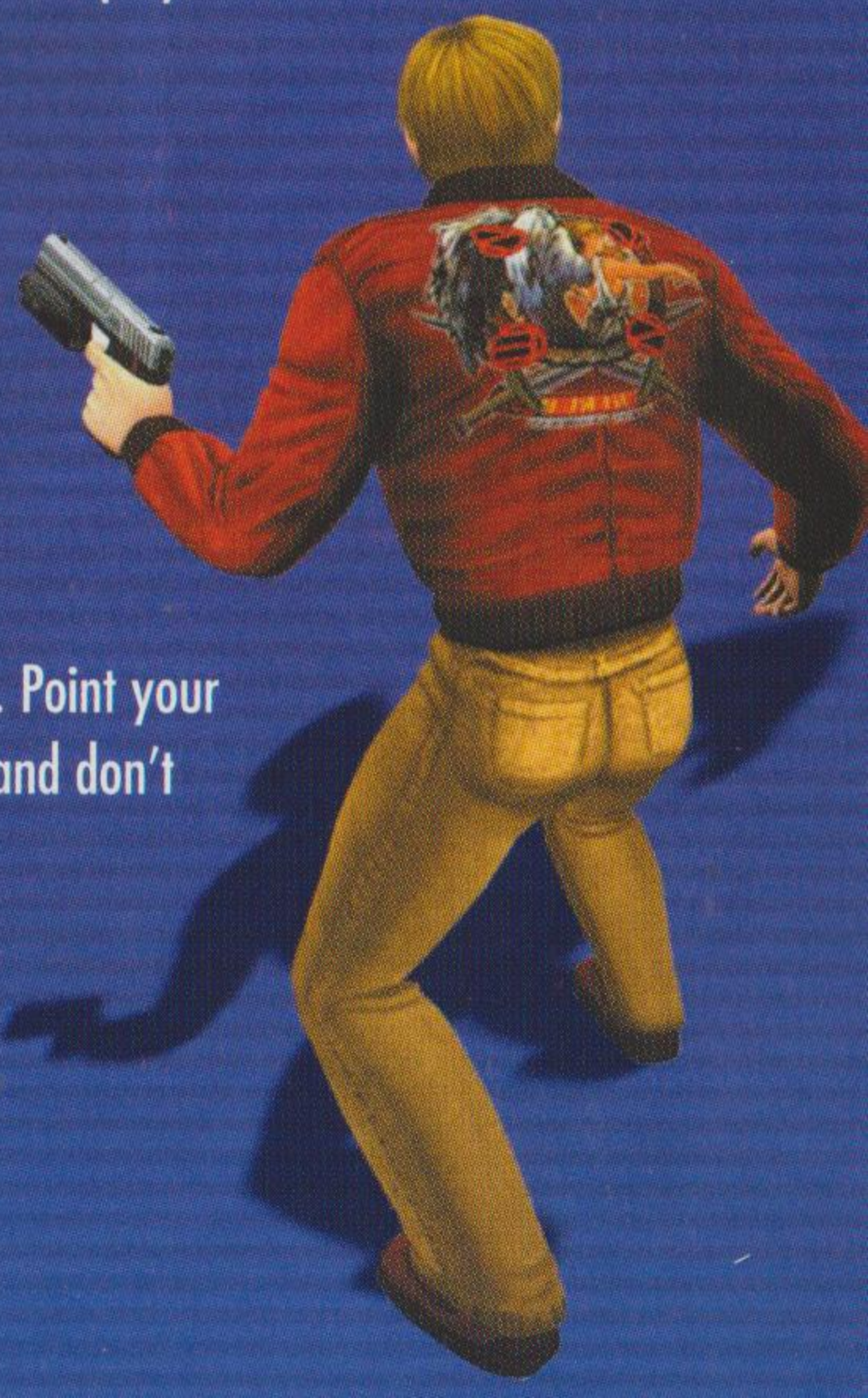
This option is only available when you have two controllers connected to the console. Select a difficulty level and target type in the same way as you would for a one player game. Players shoot together at the same target over 2 rounds. The player with the highest score after both rounds is the winner.

RANKING

Choose this option to view the Agent Trainer scores.

RULES

This option displays the rules of the game.



QUICK & CRASH

Quick & Crash is a game of quick-draw and fast reflexes. Point your G-con™ away from the screen before the game begins, and don't start shooting until you hear "GO!"

ONE PLAYER - STANDARD GAME

Try to shoot the targets as fast and as accurately as possible. You have twenty bullets per game.

TWO PLAYER - TARGET GAME

Shoot the targets of your own colour to fill the arrow gauge (Player 1 is red and Player 2 is blue). When all the arrows are lit, try to hit the cup in the middle of the screen.
The first player to break the cup is the winner.

RANKING

Choose this option to view the Quick & Crash scores.

RULES

This option displays the rules of the game.

SHOOT AWAY 2

In this Arcade classic, you compete in the game of clay pigeon shooting. Armed with a shotgun, you must shoot the airborne clays to score. The earlier you shoot them, the more points you will earn. You have two shots per round. Difficulty will increase and the path of the clays will change with each successive pull.

ONE PLAYER/TWO PLAYER

Choose from BEGINNER, INTERMEDIATE or EXPERT courses.

DIFFICULTY

Select the left arrow to decrease the difficulty level or the right arrow to increase it.

RULES

This option displays the rules of the game.

???

This game will only be unlocked when you have fulfilled a certain requirement in Arcade Mode.

DATABASE

RANKING

Choose this option to view high scores for the various game modes. To scroll through the ranking tables, select NEXT to proceed to the next screen or PREV to view the previous one.

NOTE: if you are using a G-con™2 or a G-Con45™, you don't need to highlight and select NEXT or PREV - you can simply press the B button to scroll forwards and the A button to go back.

ARCADE

Select ARCADE to view the Top 20 rankings for the various modes in Arcade – choose from ONE PLAYER, TWO PLAYER or DOUBLE GUN scores. To see the best rankings, select HIGH. Select LOW to see the lowest rankings. NORMAL rankings are those achieved during standard play. SPECIAL scores can only be earned when you have unlocked some of the game's hidden features.

EXTRA GAME RANKINGS

The ranking tables for Agent Trainer, Quick & Crash, and other game modes will also be displayed on the RANKING screen. As more parts of the game are unlocked, more options will become available here.

NOTE: scores from the retro version of Shoot Away 2 will not be recorded in the Database.

OPTIONS

GAME OPTIONS

LIFE allows you to change the number of lives you have in Arcade Mode. Highlight and select the left arrow to decrease your lives or the right arrow to increase them. To start with, a maximum of four lives can be selected. To change the difficulty level, select one of the arrows under DIFFICULTY - left arrow to decrease or the right arrow to increase.

CONTROLLER

You can change the controller settings from this screen. Player 1's settings are shown on the left hand side, and Player 2's are shown on the right.

BUTTON CONFIGURATION

This allows you to change the button functions of your controller.

CONFIGURING A G-con™2

Press the button you want to configure and the selection will toggle between RELOAD or no function (displayed as '----'). Press the START button when you are happy with the configuration to return to the CONTROLLER screen.

CONFIGURING A G-Con45™

Toggle between the available configurations by pressing the A button or the B button. Pull the TRIGGER when you have finished.

CONFIGURING AN ANALOG CONTROLLER (DUALSHOCK®2)

Press the button you want to configure to toggle between SHOOT, RELOAD, CURSOR SPEED or no function. Press the START button when you have finished.

NOTE: you cannot change the function of the START button or the TRIGGER on the G-con™2, the TRIGGER on the G-Con45™, or the START button, SELECT button, L3 button or R3 button on the Analog Controller (DUALSHOCK®2).

G-CON CALIBRATION/CURSOR SPEED

If you are using a G-con™ controller, select G-CON CALIBRATION to display the calibration screen, explained elsewhere in this manual. If you are using the Analog Controller (DUALSHOCK®2), the CURSOR SPEED option will be displayed. Highlight this option and press the ⊗ button to toggle between FAST or SLOW.

RELOAD

Highlight and select this option to toggle between the following reload methods:

RELEASE -	release the reload button to reload
PRESS -	press the reload button to reload
OFF SCREEN -	shoot away from the screen to reload (hold the trigger to stay in the defensive position, release to adopt the attack position)

If you are using an Analog Controller (DUALSHOCK®2), you will only be given the option to select RELEASE or PRESS.

When playing in Double Gun Mode, the reload buttons of both controllers need to be pressed and held to adopt the attack position.

If both controllers are changed to PRESS then pressing a button on any controller will reload BOTH guns.

To use 1P side only to reload, set :

1P to RELEASE or PRESS

2P to OFF SCREEN

Now the buttons on Player 1's G-con™ controller or the controller in controller port 1 will reload BOTH guns.

NOTE: if you are using two G-Con45™s to play in Double Gun Mode, select OFF SCREEN. This will enable you to reload by shooting away from the screen so you will not have to press the A or B button.

DEFAULT

Select this option to cancel any changes you have made to the controller configuration. The default settings will be restored.

SCREEN

ADJUST SCREEN

Shoot or highlight and select the arrows to change the position of the screen. When you have finished press the A button or the B button on your G-con™ controller (or the START button if you are using an Analog Controller

(DUALSHOCK®2).) If you want to cancel your adjustments, select DEFAULT.

BRIGHTNESS

Use your TV remote control to adjust the brightness when this screen is displayed. The number 7 should be slightly visible, and the number 8 should be very faint. To return to the previous screen, press the A button or the B button (or the START button if you are using an Analog Controller (DUALSHOCK®2).)

SOUND

BGM

To change the volume of the background music, select the left arrow to decrease it or the right arrow to increase it.

SE

Change the volume of the sound effects – left arrow to decrease, right to increase.

AUDIO OUTPUT

Select either arrow to toggle between STEREO and MONO output.

DEFAULT

Restores the original sound settings.

GAME DATA

LOAD

To load game data, select this option and then select YES to confirm.

SAVE

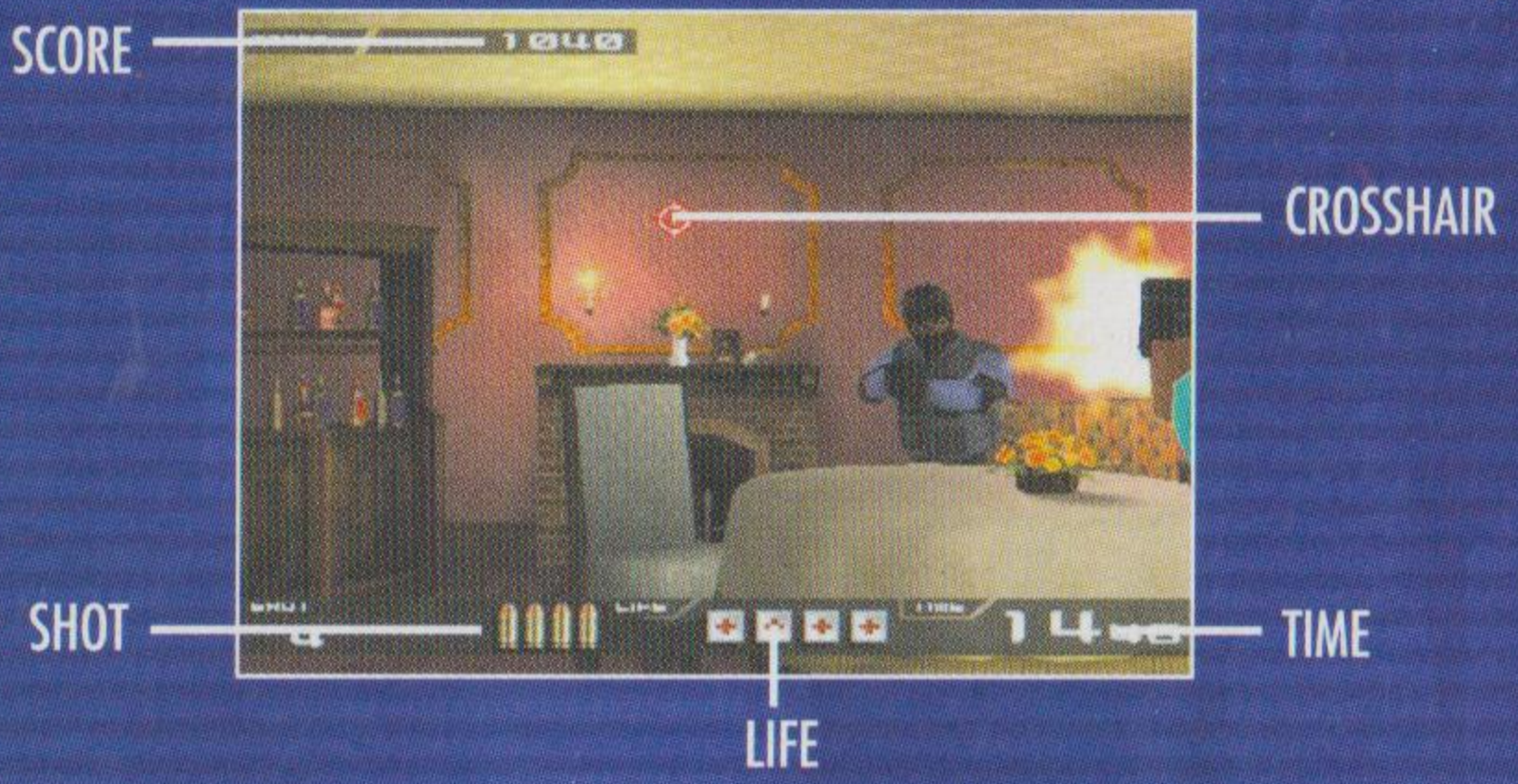
Select this option to save game data. If your Memory Card already has **TIME CRISIS™ 2** data saved to it, you will be asked to select YES to confirm that you want to overwrite it. Only one set of game data can be stored per Memory Card.

AUTO SAVE

Select either arrow to toggle between ON and OFF.

NOTE: if you did not create game data at startup, selecting save or turning auto-save ON will allow you to create a new game data save on your Memory Card.

THE GAMESCREEN



SCORE	Your current score and multiple hit tally
SHOT	The number of bullets you have remaining until your next reload
LIFE	Your remaining lives. You will lose one if you are shot or hit by an object, or if the time limit reaches zero
TIME	The amount of time you have left to complete the Action Point
CROSSHAIR	This shows where you are aiming if you are using an Analog Controller (DUALSHOCK®2). Player 1's crosshair is red and Player 2's crosshair is blue

PLAYING THE GAME – ARCADE MODE

ATTACKING

Press the RELOAD button to adopt the attack position, and then pull the TRIGGER to shoot. (Or, if you are using an Analog Controller (DUALSHOCK®2), press the ⊗, □, △ or ○ button to shoot.)

RELOADING

Release the RELOAD button to take cover from enemy fire and reload your gun. You cannot shoot from this position.

NOTE: you can reverse the method of attacking and reloading – see CONTROLLER in the OPTIONS section of this manual for more details.

ACTION POINTS

There are 3 stages to complete in Arcade Mode. Each stage contains 3 areas, and each area is made up of a series of Action Points. Defeat all the enemies at an Action Point to clear it. The message WAIT will then be displayed while you continue to the next Action Point. Get ready to resume fire as soon as ACTION is displayed. There is a 40 second time limit for each Action Point. If you run out of time, you will lose a life.

RESETTING THE GAME

If you are using a G-con™, pause the game, hold the TRIGGER and press the PAUSE button again.

If you are using an Analog Controller (DUALSHOCK®2), you can reset the game on the pause screen by pressing the L1, L2, R1, R2, START and SELECT buttons simultaneously.

CREDITS

If you run out of lives but have credits remaining, the CONTINUE screen will be displayed. Your progress through the game is shown at the bottom of the screen – the further the coloured bar reaches, the more of the game you have completed. Select YES to use a credit and return to the game.

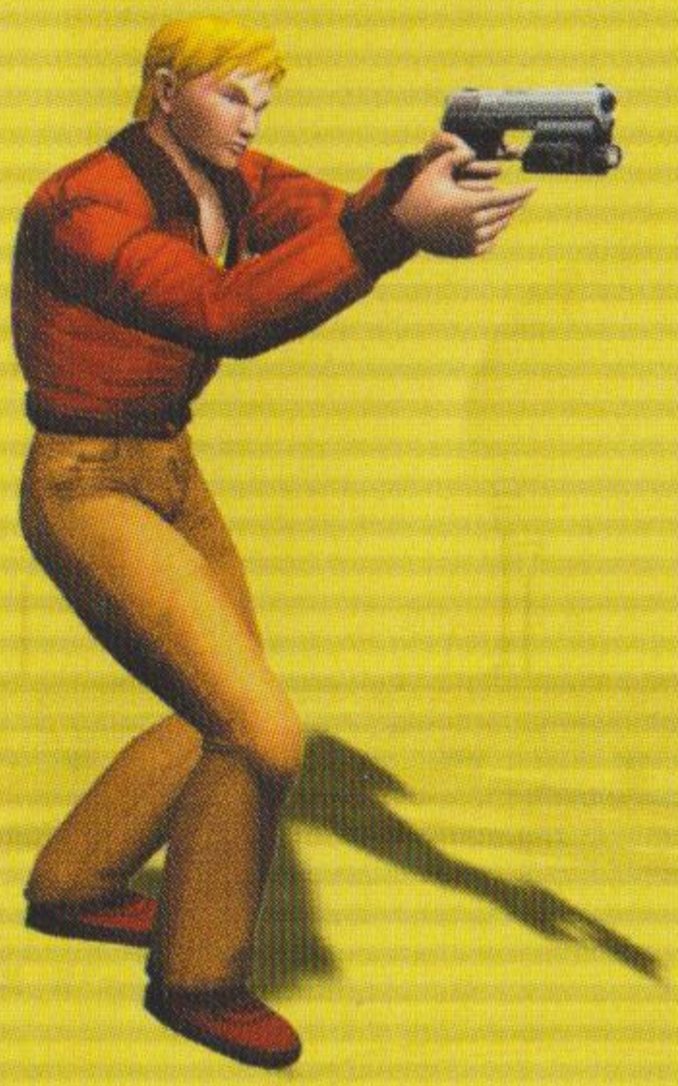
GAME OVER

The game will be over if you run out of lives and credits. If auto-save is ON, your ranking and any hidden features you have unlocked will be saved automatically. If auto-save is OFF, you will have to select SAVE from the GAME DATA option within the OPTIONS Menu to manually save your game progress.

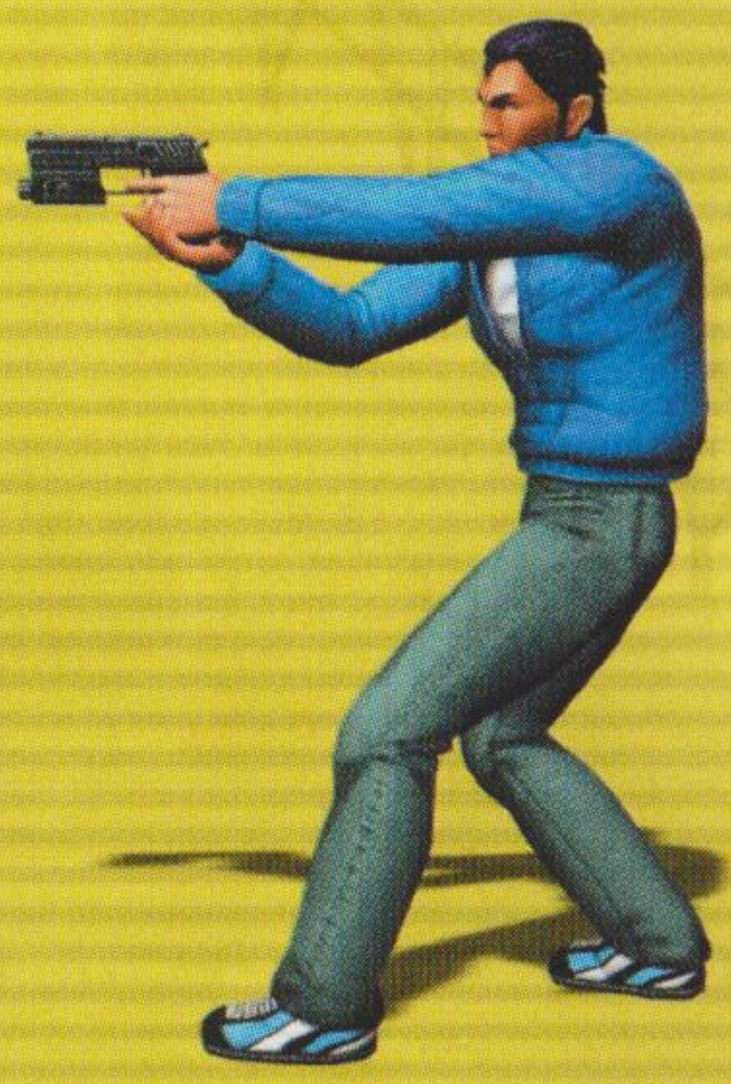
HIGH SCORES

If you earn a high score, the ENTER NAME screen will be displayed. Select letters by shooting them. Or, if you are using an Analog Controller (DUALSHOCK®2), highlight the letter you want and press the ⊗ button to select. When you have finished, select OK.

PERSONNEL FILES



Name: Keith Martin
Age: 27
Codename: Cherub
Profile: An ex-SAS officer with specialist knowledge of explosives. On paper, he is a special effects technician in Hollywood. In reality, he is one of the V.S.S.E.'s top agents.



Name: Robert Baxter
Age: 29
Codename: Griffon
Profile: Agent Martin's partner. A former member of the Navy Seals, Baxter has extensive knowledge of a variety of vehicles and is an expert pilot.

Name: Christy Ryan
Age: 24
Codename: Phoenix
Profile: A child prodigy who graduated from Harvard at the age of 17. Missing in action after infiltrating Neodyne Inc. It is believed her secret identity was uncovered and she may have been taken hostage.

INTELLIGENCE FILES

Name: Wild Dog

Profile: The former leader of a mercenary group, Wild Dog is on the wanted list of governments and federal agencies across the world. He has nursed a deep loathing of the V.S.S.E. since losing his arm in an encounter with Agent Richard Miller. The arm has since been reconstructed and replaced with a high-powered automatic weapon. He is eager to enact vengeance on the first V.S.S.E. agent he can lay his hand on.

Name: Ernesto Diaz

Profile: Diaz is the head of Neodyne Industries. During his long career as a police officer, he used his authority to commit a series of serious crimes. Now that he has retired, he is embarking on his biggest and most dangerous project yet.

HINTS

ENEMY ATTACK PATTERNS

Not all enemy fire is dangerous. However, you take damage if you are hit by missiles, direct hits or bullets that flash red. Be especially wary of enemies dressed in red, as they shoot red bullets continually.

SCORING

To score maximum points, aim for your enemy's head. Standard enemies can be shot multiple times for a total of 3 scoring hits. To earn a Combo Hit Bonus, hit the enemy multiple times in quick succession. A No-Miss Bonus can be earned by consecutively hitting enemies without missing. You can earn additional bonus points by completing an area in a quick time.

HIDDEN FEATURES

There are hidden features in the game that can be unlocked by fulfilling certain requirements.

To find out what you need to do, try to select the unlocked feature you want to access.

Customer Service Numbers

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FOR GAME HELP

• Australia	1 902 262 662* *(Calls charged at $1.99 per min. inc. GST. Get parents' OK to call.)	1 902 262 662* *(Calls charged at $1.99 per min. inc. GST. Get parents' OK to call.)
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• Belgique/België/Belgien	011 516 406	0900 000 00* *(6.05 Bfr. 20 sec/ 40 sec)
• Danmark	33 26 68 00 Man-Torsdag 9-16.30 Fre 10-15	33 26 68 20 Man-Torsdag 16.30-19.30
• Suomi	09-4764460 maanantai - perjantai 8.30 - 16.30	09-47644621 maanantai - torstai 18.00 - 20.00
• France	0803.843.843	08 36 68 22 02* *(2,23 F la minute)
• Deutschland	01805 / 766 977 (0,48DM/min.)	0190 578 578* *(1, 21DM/min. Kinder und Jugendliche sollten vor dem Anrufen der PlayStation-PowerLine die Eltern/ Erziehungsberechtigen um Erlaubnis fragen.)
• Ελλάδα	(00 301) 6777701	090 2322 00* *Χρέωση κλήσης 189 δρχ. το λεπτό συν ΦΠΑ. Παρακαλούμε πριν καλέσετε τον αριθμό αυτό ζητήστε την έγκριση του προσώπου που πληρώνει το λογαριασμό Η τηλεφωνική σύνδεση υποστηρίζεται από τη Mediatel
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• *Malta*	*344700*	*344700*
• Nederland	0495 574 817	09 09 9000 000* *(0.99 Hfl./min)
• New Zealand	(09) 415 2447	0900 97669* *(Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost $1.50 (+ GST) per minute).
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• España	902 102 102	902 102 102
• Sverige	08-587 822 40 Mån-Tors 8-17 Fre 8-15.30	08-587 822 25 Mån-Fre 17.00-21.00
• Schweiz/Suisse	0900 55 20 55	0900 55 20 55/Ein Anruf kostet* *(SFr. 1. -/min.) Kinder und Jugendliche sollten vorher die Eltern oder Erziehungsberechtigte um Erlaubnis fragen. *(SFr. 1. -/min.) Les enfants et les adolescents doivent se procurer l'accord de leurs parents ou de la personne chargée de leur éducation.
• UK	08705 99 88 77 Calls may be recorded for training purposes	09064 765 765 (incl. NI)* *Touch Tone activated service. Calls charged at 60p per minute. (*Correct at October 2000. Please seek permission from the bill payer before calling. Service provider - Telecom Potential, P.O. Box 66, Clevedon, BS21 7QX.

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SCES-50300

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